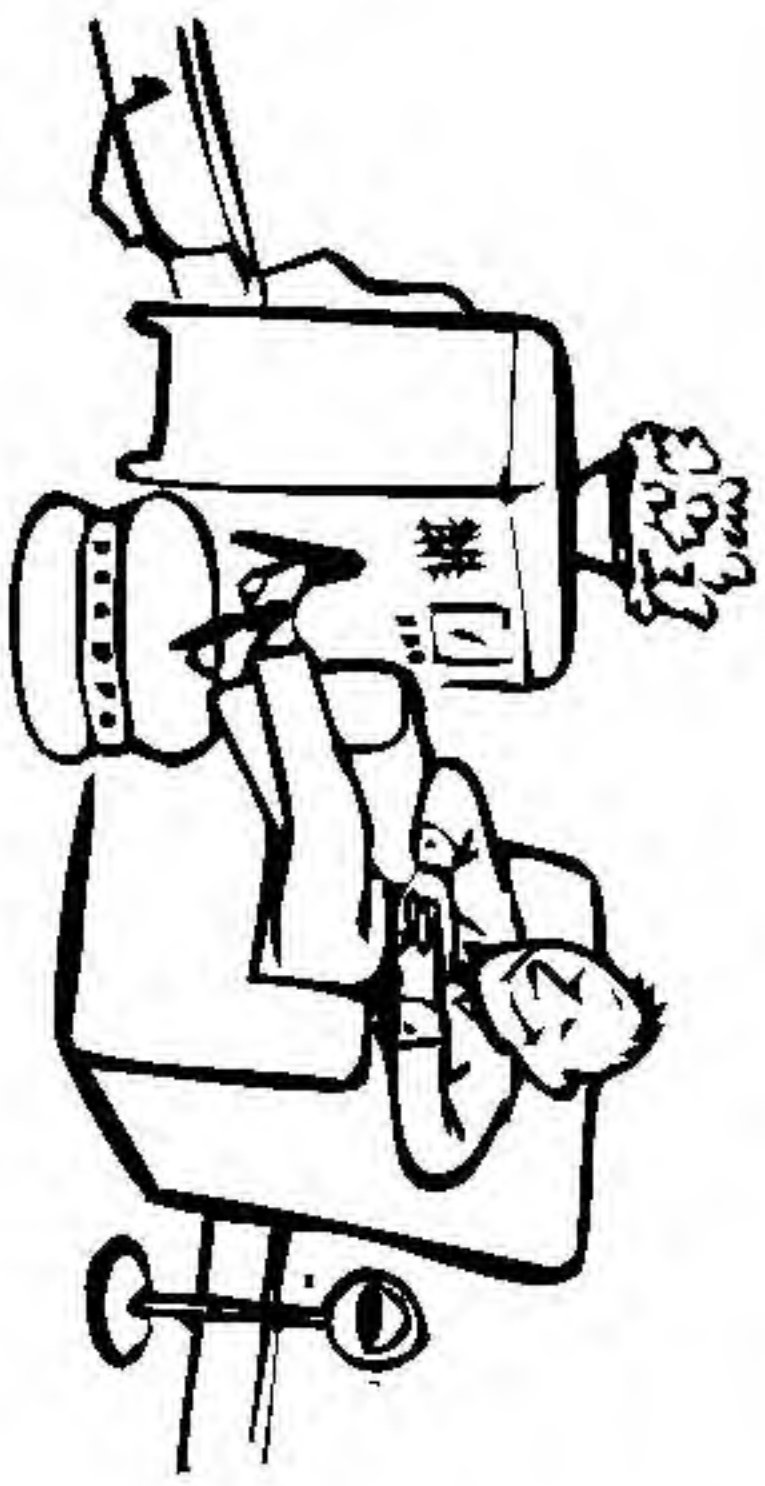


Small Games
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Countermoves
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Four Complete And Action Packed Games

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VTOL Units for Ogre/Gev

Gaming With The Kids –
Learning Bagh Chal

The Tech Deck –
All The World's a Game

Plus

CGME Core Rules

Metagaming Word
Search Puzzle

.... And More

Volume 1 Issue 2
Winter Spring 2002



COUNTERMOVES

Volume 1 Issue 2 Winter Spring 2002

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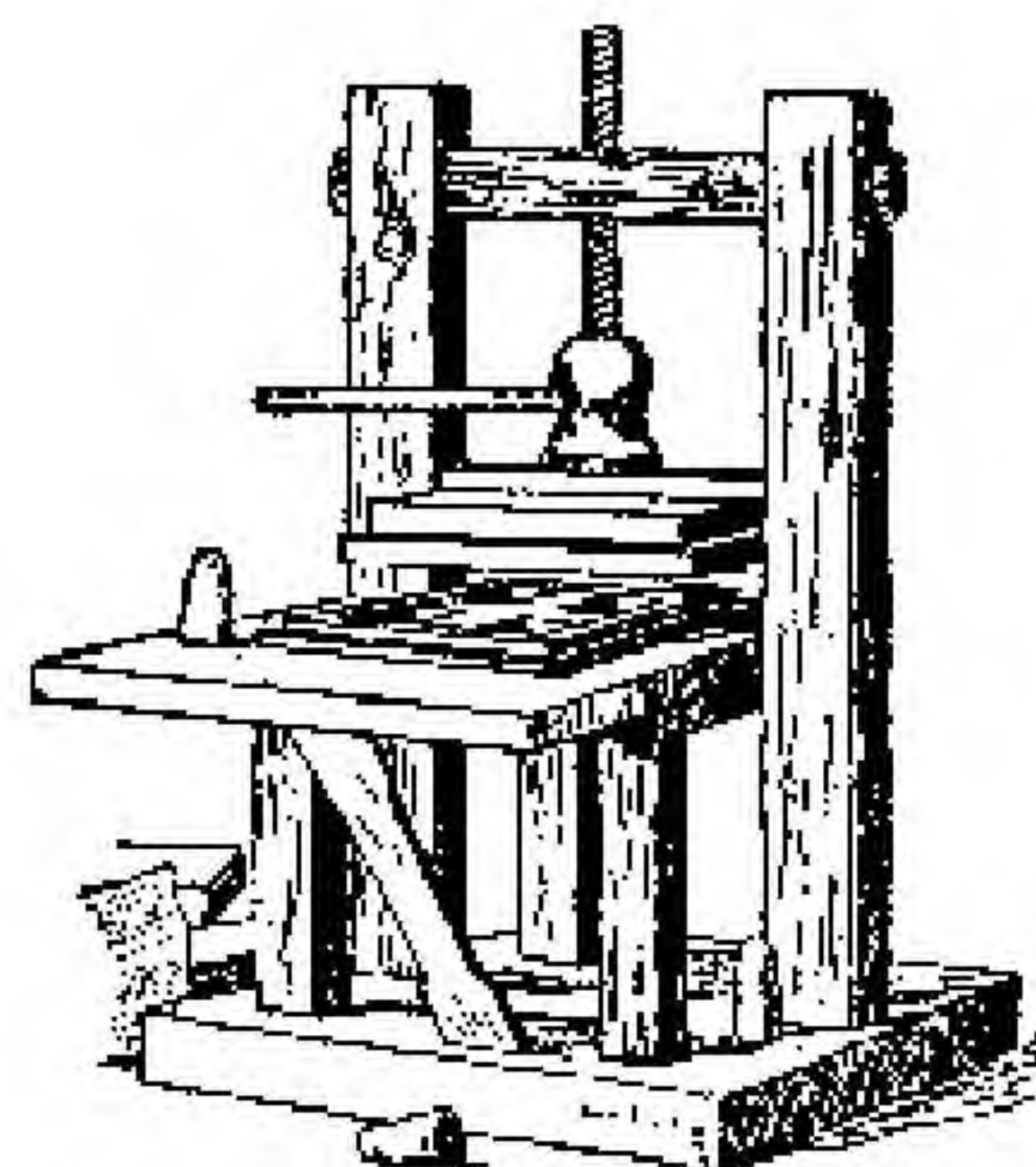
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END NOTES

BY TOM HIGGINS

Next month we will be delving into the Microgames Design Contest 2002, a contest of game developers and players to help uncover new game experiences. There will be articles about the contest, the participants, the judging and the games themselves. Depending on the number of entrants we might have to publish the games over two or even three issues. Lets face it, having too many games to fit into Countermoves is not a bad, it's a good thing.

On top of that there will be more articles on gaming, more games, and a zinelette or three along the way.

If you liked what you have read in this issue then come join us at www.countermoves.net We are open to article, game and artwork submissions as well as any suggestion, ideas and friendly banter you might have about the zine.

Also remember to pass a copy of this zine on to anyone you think might find it of interest. If you are a member of a gaming group, a game store owner, a teacher, or at all interested in offering this zine up to others, by all means feel free. Under the GFDL you are more than welcome (in fact take this as encouragement) to spread the zine far and wide. If you would like an electronic version of the zine to print a fresh copy of please visit us at www.countermoves.net or at the Countermoves YahooGroup.

The YahooGroup is set up for works in progress, distributing finished works and a place to collaborate on Countermoves projects; think of it as the Countermoves Kitchen. If you go there you will find many of us cooking up the raw bits and pieces that go into making the finished products we offer. If you would like to join us in the kitchen to cook up future Zines, Zinelettes, games and other publications feel free to join us at

<http://groups.yahoo.com/group/countermoves/>

Until next time, keep playing and creating.

Microgame Design Contest 2002



In the first four the game has been in play strategies, tactics and new methods have been devised. Talk is already going on about creating variants to the base rules. It is truly a work in progress and the people involved love every minute of it.

Over time there will undoubtedly be more and different sorts of games that use the world as its board..

- [1] www.ruthannzaroff.com/letterboxing/about.htm
- [2] letterboxing.org/faq.html
- [3] www.smithsonianmag.com/smithsonian/issues98/apr98/letterboxing.html
- [4] www.rand.org/publications/MR/MR614/MR614.appb.pdf
- [5] groups.google.com/groups?q=gps+stashes&start=10&hl=en&selm=1022de72.d4c688d8%40usw-ex0102-084.remarq.com&rnum=13
- [6] www.geocaching.com/
- [7] www.minutewar.org



The author, his family and the joy of the hunt



EDITORIAL RANTING

COUNTERMOVES CONTINUES

The first issue of Countermoves has been out for a couple of months now and the feedback has been tremendous. When I first came up with the basic idea I figured maybe 50 or so copies would be passed around. At last check well over 200 copies of the zine had been printed and distributed. This does not even take into account all those who downloaded the PDF and printed a copy or two.

Countermoves made its appearance in two or three game stores across the country, in game conventions, several local game gatherings and into the hands of more than a few friends. To all those who printed and distributed the first issue you have my most sincere thanks. You have proven that an independent game zine could be done via a philanthropic guerilla distribution method.

Now that we have proven it can be done let us prove we can keep on doing it!

This issue is jammed-packed with games and articles about gaming. This issue will also be our first foray into color. I am mastering this issue in both color and black and white; you can chose which version your printer is able to handle and let it rip.

Next issue we will be publishing the winners of the Microgame Design Contest 2002. You can read all about the contest and it's rules at <http://groups.yahoo.com/group/microgamesdesigncontest2002> If you are a games developer and miss the deadline to enter your game (May 1st 2002) there is always next year. If you don't want to wait you can send your game in to be published in Countermoves.

No, I am not above shamelessly plugging the zine for submissions. Enough of my yakking, any more verbiage from me and we could end up with a double sized issue☺

Enjoy.

Tom Higgins Editor - In -Chief

NEEDFUL THINGS

USING 2D6 TO GENERATE PERCENTAGES

BY TREVOR BLAKE



The CounterMoves Generic Microgame Engine (CGME) resolves combat and other game equations using two six-sided die, or 2d6. Suppose you are more comfortable using percentages between one and one hundred, or are converting a game into the CGME that uses such percentages? With some simple mathematics and a bit of fudging, 2d6 can yield a useful range of percentages.

Rolling a single six-sided die (1d6) yields a result of one to six, with an equal chance of each number occurring. But rolling 2d6 yields a result of two to twelve, with a variable chance of each number occurring. The lower or higher the result, the fewer possible combinations of 2d6. There is only one way to roll a 2, by rolling a 1 and a 1 (1-1). There are two ways to roll a 3, by rolling a 2 and a 1 or a 1 and a 2 (1-2, 2-1). **Table One** lists 2d6 results, followed by the possible combinations that could make that yield that result.

2	1-1
3	1-2 2-1
4	1-3 3-1 2-2
5	1-4 4-1 2-3 3-2
6	1-5 5-1 2-4 4-2 3-3
7	1-6 6-1 2-5 5-2 3-4 4-3
8	2-6 6-2 3-5 5-3 4-4
9	3-6 6-3 5-4 4-5
10	4-5 5-4 5-5
11	6-5 5-6
12	6-6

Table One – Result Combinations

Result	Percentage
2	2.78%
3	5.56%
4	8.34%
5	11.12%
6	13.90%
7	16.68%
8	13.90%
9	11.12%
10	8.34%
11	5.56%
12	2.78%

Table Two

There are more combinations of 2d6 for the number 7 than for any other number, followed by 6 and 8, followed by 5 and 9, etc. The higher and lower the number, the less chance it can be rolled. This is called a bell curve, due to the bell shape of the results.

There are thirty-six possible results to rolling 2d6. Therefore the chance of rolling any particular combination is 100% divided by 36, or 2.777%, or 2.78%. **Table Two** shows the percentage chance of rolling any particular result of 2d6.

quickly became the focus of the Internet sharing of the cache waypoints. It also became a gathering place for Geocachers to tell the tales of their hunt.

As I write this today there are 14,510 active caches to be found in 112 countries.

Geocaches now come in a variety of types. There is the traditional cache type where in the finder needs to plug a set of latitude and longitude coordinates into their GPS receiver, follow some clues and eventual find the hiding place. In that place a container with a logbook and some prizes will be found. The finder marks their visit in the logbook, takes a prize, leaves a prize and then makes their way home.

The virtual cache leads not to a prize box but a place of beauty or history. These are great for finding the undiscovered areas of your surroundings.

There are multipart caches, which twist and turn the finder across several sets of coordinates and puzzles. There are event caches in which the finder's prize is a gathering of other Geocachers. There are even letterbox caches that are a mix of traditional Letterboxing with some GPS clues thrown in.

Regardless of the type the main thing is the hunt. It's the call to explore that drives folks on these quests. It could be with a GPS or without, with a prize or without. New ways may be introduced to make the hunt more interesting but under it all it's the same as before.

Speaking of new methods, as I was writing this article a new way of playing the hunt game was invented. It's called Minute War [7] and it takes the use of the GPS one step further into the realm of gaming.

Like a more traditional game Minute War is played on a 60x60 grid of squares. A square measures one minute of longitude wide and one minute of latitude tall, this makes it about 1 square mile. Every point of the globe is represented on this map by dropping the degree part of its coordinates. For instance W122 35.891 N45 26.499 would be in square 35x26 The 122, 45 parts are ignored.

In this way some one in Boston or India or Russia could be in the same square. This is essential to Minute War. Each player is part of one of four teams. Each team works to capture squares by claiming the virtual flags set up in each square. At the start of each game the Minute War website generates random coordinates for the flags. You can go to the website and find where the exact location of the flags are. You then pick one close to you, plug its location into your GPS and then hunt it down. Once you are within 100 meters of it you can report back to the website that you have found it. That flag is then award to your team and the square becomes yours. You then set the location of the flag to somewhere else in the square.

The real fun now begins. The other three teams will be building up squares as well and they will be trying to capture the ones you have won. If they can get to within 10 meters of the flag's new location they can capture the flag, move it and the square is now under their control.

Those who found the bottle read the notes of those that came before, left their note, and went back home to spread the tale of the hidden secret somewhere in wilds. Since then the landscape of Dartmoor and other locations in England have become peppered with Letterboxes. These Letterboxes were not so easy to get to; they were often hidden in remote locations that required long hikes to get near and much rummaging to pinpoint.

Somewhere along its growth the note cards were augmented with stamp markings. Each Letterbox contained its own unique stamp and each Letterboxer carried with them their unique stamp. When a Letterbox was uncovered its stamp was marked in the finder's logbook and the finder's stamp was marked in the Letterbox's logbook. [2]

Rather than relying on dumb luck to find the Letterboxes, clues were written up. Publications were put out regularly that cataloged the various clues. The informal Letterbox 100 Club is still putting these out twice yearly. The club also maintains a list of those who have over 100 Letterbox stamps in their logbooks.

For well over 100 years the great Letterbox hunt was contained to England. Then in April 1998 the floodgates opened. The Smithsonian Magazine ran an article[3] on the hunt and America soon took on a chicken pox like spotting of Letterboxes. This is not to say there was no Letterboxing taking place in the states before the article; there is recorded evidence of ones being placed in 1989. The vast majority of Letterboxing activity though is decidedly in the post-Smithsonian article era.

The next great leap in the game of the hunt came in with a whoosh. In 1974 twenty-four satellites were sent into the heavens to guide the humans below. This was called a Global Positioning System [4], or GPS for short. NavStar was born with a small cluster of satellites that grew into the twenty-four we use today. Its goal was simple, to let people know where they are. By means of just three of the satellites a receiver could tell where they were within a few feet.

A few feet, if you were in the military. Civilian GPS receivers never were able to get that accurate a reading; national security was the biggest reason why. For years GPS units could get you to within 100's of meters of your target. The "Selective Availability" or SA switched was turned off on May 1st 2000 and in the blink of an eye nonmilitary GPS units went from whistling in the dark to guided missile accuracy.

Our focus now shifts from the heavens above to the state of Oregon. Exuberant from the news of the SA being switched off, GPS user David Ulmer posted to Usenet about his plan to use this new found exactness.

"Now that SA is off we can start a worldwide Stash Game!! With Non-SA accuracy it should be easy to find a stash from waypoint information. Waypoints of secret stashes could be shared on the Internet, people could navigate to the stashes and get some stuff. The only rule for stashes is: Get some Stuff, Leave some Stuff!! The more valuable the stuff the more stashes will be started." [5]

Thus was born Geocaching. Over the next year the one stash in Oregon grew to dozens of caches, then dozens of dozens. One website, Geocaching.com [6],

There is a 2.78% chance of rolling a 2. There is also a 2.78% chance of rolling a 12. The 2 and the twelve can form a pair; it is as likely to roll one as it is to roll the other. There are five such pairs in the above table: 2-12, 3-11, 4-10, 5-9 and 6-9. Seven has no pair. If the player rolls the dice and needs to get a 2, there is a 2.78% chance they will succeed. If the player rolls the dice and needs to get a 12, there is a 2.78% chance they will succeed. But what if the player rolls the dice and needs to get either a 2 or a 12? Then the pairs can be added together, as shown in table three.

Result	Percentage
2 or 12	5.56%
3 or 11	11.12%
4 or 10	16.68%
7	16.68%
5 or 9	22.24%
6 or 8	27.80%

Table Three

Result	Percentage
2 (no less)	2.78%
3 or less	8.34%
4 or less	16.68%
5 or less	27.80%
6 or less	41.70%
7 or less	58.38%
8 or less	72.28%
9 or less	83.40%
10 or less	91.74%
11 or less	97.30%
12 or less	100.00%

Table Four

Another way of using 2d6 is to require the player to roll equal to or less than a number. This is the same as requiring the player to roll equal to or greater than a number; to determine an equal to or greater than result, substitute the result in **Table Four** for its pair from **Table Three**. Since all results will be twelve or less, there is a 100% chance a result will be 12 or less. Since it is not possible to have a result of less than 2, there is a 0% chance of rolling less than a 2. Since there is one way to roll a 2, there is a 2.78% chance of rolling a 2. Since there are three ways to roll a 3 or less, there is an 8.34% chance of rolling a

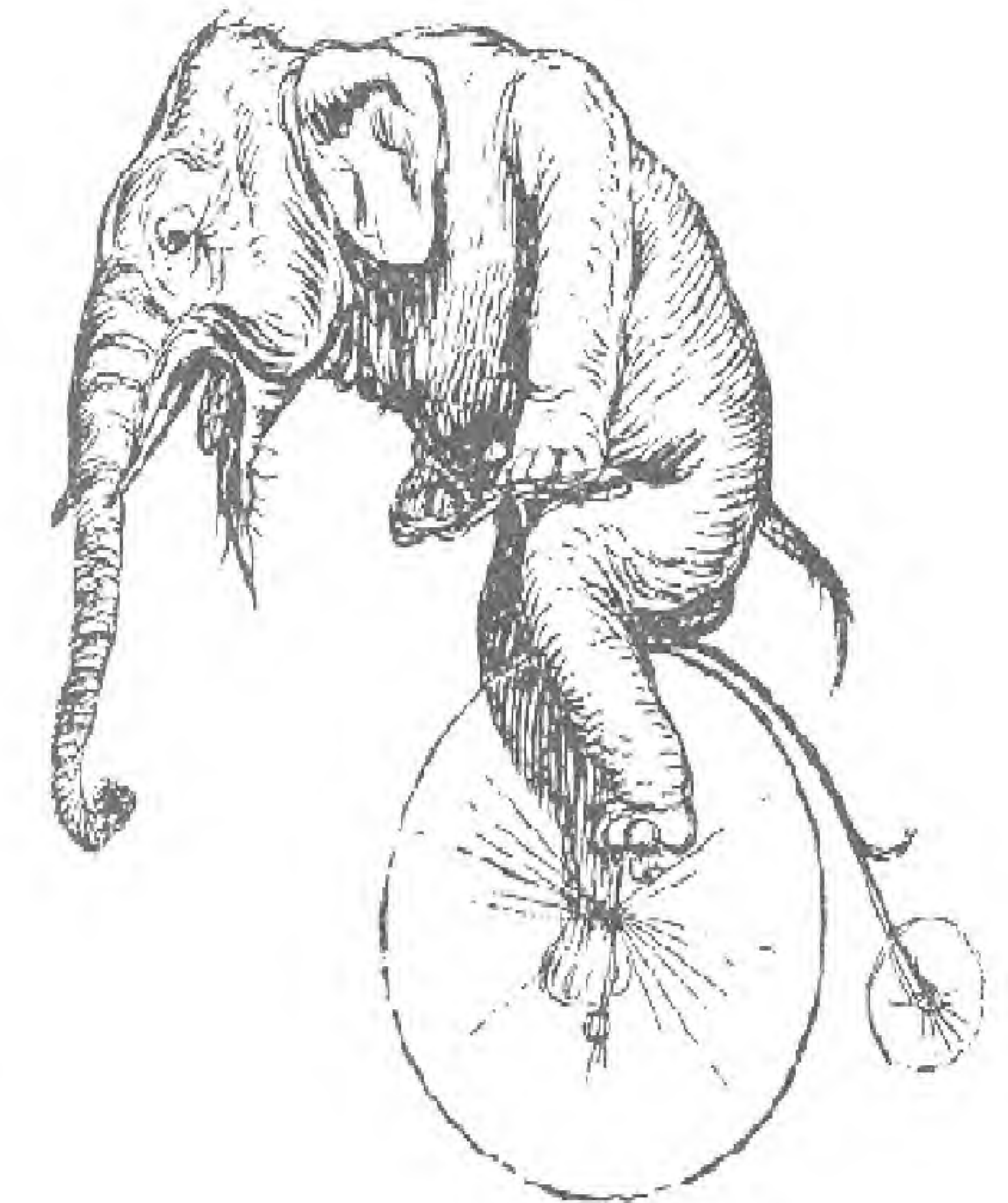
3 or less. The following table shows the percentage chance of rolling a number or less than a number.

Combining all four of the above tables yields a range of percentage chances between zero and one hundred percent. Duplications are shown to accommodate different game styles (some prefer to roll a number or less than a number, some prefer to roll a number, some prefer to roll one of a pair of numbers). Combining these results can generate additional percentages. For example, adding the chance of rolling a 6 or less (41.70%) to the chance of rolling a 10 (8.34%) yields 50.04%. While not as exact as rolling percentage die, 2d6 can yield a complex enough range of percentages to be useful to game designers.

Results	Percentage
Less than 2	0.00%
2	2.78%
2 or less	2.78%
12	2.78%
3	5.56%
11	5.56%
2 or 12	5.56%
4	8.34%
10	8.34%
3 or less	8.34%
5	11.12%
9	11.12%
3 or 11	11.12%
6	13.90%
8	13.90%
7	16.68%
4 or less	16.68%
4 or 10	16.68%
5 or 9	22.24%
6 or 8	27.80%
5 or less	27.80%
6 or less	41.70%
7 or less	58.38%
8 or less	72.28%
9 or less	83.40%
10 or less	91.74%
11 or less	97.30%
12 or less	100.00%
Combined Tables	

THE TECH DECK- TREASURE HUNTS BY TOM HIGGINS

The lineage of treasure hunt games goes back deep in the history of our species. We are always looking for the elusive, questing for the unattainable or racing each other to be the first to claim a spot of land. Think of the globe as one big game board and each of us pieces moving in for the win.



How the game was played out often has had something to do with the tech of knowing just where you are and where you need to be heading to reach your goal. In this edition of the Tech Deck I am going to look at the some of the games we play on the global game board and the tech used in their play.

History is full of tales about the great hunts. There was the legendary quest for the Holy Grail, the map changing search for the shortest trade route to India, the every popular conquest of the world's gold supply, and a myriad other great hunts. Power, fortune and fame drove hordes of people towards the goals. In the last hundred years these hunts have become less a matter of need and more a matter of sport. As the industrial and information revolutions set the stage for an increase in the populace's leisure time, new ways to fill that time were crafted. For many the hunt became one of knowledge, discovery, and history; the age of the Explorer was on. Heinrich Schliemann wanted to find the city of Troy. Victorian explorers Burton, Speke, Baker, Livingstone and Stanley hacked and slashed across the unknown to chart the uncharted. Howard Carter hunted and pecked his way into the tomb of Tutankhamen.

For our story to really get going though we have to focus ourselves on a bleak moor in England around 1854. It was here, in this out of the way spot in the middle of the great empire that Letterboxing was born.

Letterboxing lore [1] claims its genesis on the banks Cranmere Pool in Dartmoor England. James Perrott left a message in a bottle during one of his walks across that area. The message was simple, a note card that marked his visit and a request that anyone who found the bottle also leave a card marking their visit.



GAMING WITH THE KIDS BAGH CHAL

BY TREVOR BLAKE

Bagh Chal ('Tigers Moving') is a two person game said to be older than chess; it is the national game of Nepal. Each player moves differently, uses different strategy and has different victory conditions. The balance of power shifts as the game progresses. My friend Rachel Brooks introduced me to Bagh Chal. These rules are a mixture of what I remember of what she taught me, incomplete rule sets I have read elsewhere and my own preferences based on playtesting.

One player moves the Goats, the other player moves the Tigers. There are twenty Goats and four Tigers. Goats and Tigers move along the lines of the board and stop on vertices (where two or more lines meet). Goats and Tigers move only to the nearest empty vertices. Tigers may jump over Goats but may not jump over Tigers. Goats may not jump over Goats or Tigers. Neither Tigers nor Goats may move into the vertices they occupied during the last turn; they must move to a different vertices or move a different piece. The exception to this rule is that a Tiger may jump back to its immediately preceding vertices when it takes a Goat.

Tigers move first by placing all four Tigers, one in each corner. Goats move second by placing a Goat on any vertices on the board. The third move is a tiger sliding along a line into an empty vertex. Subsequent turns are similar: Goats are placed on the board and Tigers move around the board. No Goat may move from where it is placed until all Goats are placed. After all twenty Goats have been placed Goats may move along lines into empty vertices.

A Tiger takes a Goat by jumping over it along a line into an empty vertex. Tigers may take Goats at any time. When a Tiger takes a Goat that Goat is removed from play until the end of the game. Tiger wins when Tiger takes five Goats.

A Goat surrounds a Tiger by placing Goats in every vertex surrounding a Tiger. Goats may surround Tigers at any time. If the Tiger may not move in any direction because it is surrounded by Goats, or because its only nearest empty vertices is the one it just moved from, that Tiger is removed from play until the end of the game. If more than one Tiger is surrounded, all surrounded Tigers are removed from play until the end of the game. If a Tiger has an open vertex to move to, or if it is surrounded by both Goats and Tigers (not Goats alone), it is not surrounded. Goat wins when all four Tigers have been surrounded.

GREEK FIRE

A Game of Ancient Greek Naval Combat



Copyright 2000, Lloyd KrassnerMap Counters by Walt O'Hara

0.0 Indica

Greek Fire Copyright 2000-2001, Lloyd Krassner Printed with the explicit permission of Lloyd Krassner Map and Counters by Walt O'Hara

If you are unfamiliar with Lloyd Krassner, you are missing out on something. Lloyd is one of those happy tinkerers who does not care about money. His WarpSpawn Games website, featured in Countermoves Zine Volume 1 Issue1, is a treasure trove of free game concepts.

<http://www.angelfire.com/games2/warpspawn>

1.0 Set Up

1.1 Equipment

Hex map, models or counters (examples of a map and counters can be found in the center of this issue), paper & pencils., 6 & 10-sided dice.

SHIP LOG Keep records of each ship for:

Ship Name:		Captain:	
Deck Size:			
Ram Bonus:			
Move:		Modified Base Rowing Speed:	
Captain's Skills:			
Number of Crew:		Crew Type:	<input type="checkbox"/> Poor <input type="checkbox"/> Good <input type="checkbox"/> Elite
Advantages:			
Ammo:			

Victories:

1.2 Victory

Rout, capture, or sink your opponent's fleet.

1.3 Scenarios

Have one person design the scenario. The other player chooses which side he wants to play.

2.0 Sequence of Play

A round is when every ship has moved. Players take turns moving their ships, one ship at a time. The player with the larger fleet moves first.

Example:

- Joe has ships A, B, C
- Andy has ships D, E, F, G, H, I
- Andy moves D, Joe moves A, Andy moves E, Joe moves B, followed by: F, C, G, H, I

When a ship moves it has the following phases:

1. **Fire Phase**
2. **Sail Phase**
3. **Row phase**
4. **Missile Attacks**
5. **Ramming Attacks**
6. **Boarding Phase**
7. **Morale Phase**

2.1 Fire Phase

Ships on fire lose 1D10 crew per **Fire Counter**. Roll 1D6 for each **Fire Counter**:

1	The fire is put.
2-5	The fire burns on.
6	Put an additional Fire Counter on the ship.

- If you are adjacent to a ship on fire, you will catch on fire on a roll of 5-6 on 1D6.
- Any ship with 6 or more **Fire Counters** is automatically destroyed.

2.2 Sail Phase

Roll 1D6 for the ship:

1	Floundering	-1D6 Move points
2-3	Against the Wind	-1 Move Points
4-7	No effect	+ 0
8-9	Catch the wind	+1 Move Point
10		+2 Move Points
11+		+3 Move Points

- **+1** to your roll per **Sails Advantage** the ship has.
- **+1** for an **Elite Crew**.
- **-2** for a **Poor Crew**.
- **-2** if ship is on **Fire**.
- **-4** if you **Rammed** or were **Rammed** last turn.

3.00 Combat

VTOLs are very vulnerable to enemy fire. Any 'D' result on the Combat Results Table is treated as an X. Any unit inside a CVTOL is destroyed if the CVTOL is destroyed.

3.01 Fighting on the Ground

VTOLs are very vulnerable on the ground. While they are landed, they have a defense of only 1, modified by the terrain as if it were a Light Tank, and can only attack at strength 1 against enemies in an overrun (range 0). The back side of the VTOL counter has it's stats when landed.

3.02 VTOLs and Cruise Missiles

Because VTOLs are so vulnerable in the air, airborne VTOLs are treated as being one hex closer to cruise missile explosions than they really are. Landed VTOLs do not suffer that penalty.

3.03 VTOLs and Laser Towers

Laser towers may target a VTOL over terrain it can't normally fire into because the VTOL is actually over the terrain, and not in it. A landed VTOL is targeted like any other ground unit.

3.04 VTOLs and Kamikazee

VTOL units may ram another unit. This automatically destroys the VTOL. The defending unit takes a strength 6 attack. If the target is Ogre treads, it automatically loses 3 tread units. VTOLs may also ram buildings, doing damage as if they were a G.E.V.

4.00 More Ogre Resources

- **Steve Jackson Games**- The creator of Ogre/G.E.V and his company are the main source for information, variants, resources and of course new commercial releases for it. <http://www.sjgames.com/ogre/>
- **Francisco Cesteros** has gathered or created some useful information on playing and expanding the games. The Make-An-Ogre section is one of the man gems you will find here. <http://cisco.rootonfire.org/>
- An automated Build-Your-Own-Ogre database and a few hundred already made Ogre specs can be got to at <http://byoo.rootonfire.org/>
- **Optional Rules** can be found at <http://www.wanderinghorse.net/gaming/ogre/optional.php>
- **Maps** can be had at <http://gwm.rootonfire.org/>

VERTICAL TAKE-OFF LANDING

UNITS FOR OGRE/G.E.V.

BY STEPHAN BEAL

This is an unofficial set of rules and counters (which can be found in the center of this issue.) for VTOL (Vertical Take-Off/Landing) vehicles for Steve Jackson Games' Ogre and G.E.V. games. Ogre and G.E.V. are registered trademarks of Steve Jackson Games Incorporated.

1.00 The Units

VTOL's represent assault helicopter units. They are lightly armored, but are very fast, giving them a decent defense score. VTOLs count as 1 armor unit when choosing units in a scenario.

1.01 Assault VTOLs

AVTOLs are made for fighting, especially quick hit-and-run operations. They have a defense of 2, attack strength of 2, with a range of 2, and a move of 4/4. They move when G.E.V.s move.

1.02 Carrier VTOLs

CVTOLs are made for getting infantry and light armor where it needs to be in a hurry. They have a defense of 2, attack strength of 1, with a range of 1, and a move of 3/3. They move when G.E.V.s move.

2.00 Movement

VTOLs move like any other unit, but they are not affected by underlying terrain. They don't get defensive bonuses, nor do they get movement bonuses for roads. Because VTOLs may hover, they do not HAVE to move during a turn, like the train unit or planes do. VTOLs get two movement phases, like GEV's. This high speed is their main defense.

2.01 Landing

VTOLs may, instead of moving during one of their movement phases, may land in any clear or city hex, or any hex with a road running through it. See section 3.01 for details on combat with a landed VTOL. Landed VTOLs get terrain defense bonuses as if they were Light Tanks.

To take off, the VTOL must use a whole movement phase. If it uses the first movement phase to take off, it may then proceed to move it's full 2nd-phase movement. If it waits until the second phase to take off, it must wait until the next turn to move.

2.01.1 Cargo

A landed VTOL may pick up or drop off cargo while landed. An assault VTOL may not carry any cargo. A carrier VTOL may carry up to 3 infantry or marine units, or 1 light tank, G.E.V., or light G.E.V. Loading cargo takes one of the VTOL's movement phases and one of the infantry's MP for loading infantry, or a whole turn for any other unit. During that time the VTOL may attack if an overrun occurs, but if the loading unit attacks as well, that turn is wasted for loading purposes. Units already inside a VTOL may not attack without spending their movement phase to unload. Units that unload in their movement phase may not fire in the combat phase. If a VTOL is destroyed, all it's cargo is destroyed as well.

2.02 Stacking

Up to 5 VTOL units may be airborne in a hex, regardless of how many other ground units are in the same hex. Landed VTOLs count as ground units for stacking purposes.

2.3 Row Phase

Only one ship is allowed in each hex.

Each ship has a base number of **Move Points**.

A ship may use some, none or all of its move points.

A move point can be used to turn one hex face.

A move point can be used to move forward or backwards one space.

- A ship with **No Crew** cannot move
- **+ 1** per **Rowers Advantage**
- **-3** if you rammed or were rammed last turn.
- **Add** the modifier determined in the **Sail Phase**.
- Ship speed is **Decreased** equal to the **percentage of rowers lost/killed rounding down**
- If you were at a complete stop last turn you can move a **Maximum of Half Speed..**
- A ship may go at **Ramming Speed** and get **+2** Move points. A ship may only go at **Ramming Speed** if it will end up ramming.
- **Grappled** ships may not move.
- If you are **Grappled** you may attempt to ungrapple. Roll 1D6. On a roll of 4-6 you may move

2.4 Missile Attacks

A ship may make Missile attacks at any point, or points during its move. Archers, Greek fire, Ballistae, and Catapults are all Missile attacks.

An **Advantage** may only make one attack per turn.

Weapons hit on a roll of 6-10 on 1D10. **-1** if the target has **Parablemata**.

Missile Advantages have enough ammo for **10 shots** each.

Weapon	Range	To Hit	Damage	Fire	Minimum Range
Rowers	1	-1	1D10	-	1
Archers	2	+2	1D10	1	1
Greek Fire	1	0	2D10	1-4*	1
Ballistae	4	+1	1D6	1	1
Catapults	6	-1	2D10	1-2	2
Onagers	4	0	1D10	1	1
Trebuchet	10	-2	3D10	1-3	3
Tower Archers	3	+3	1D10	1	1

Note:
Rowers throw javelins from a sitting position. This represents the combined attack of all rowers.

Range = in Hexes

To Hit = Modifier to the "to hit" roll.

Damage = Number of enemy crew killed if attack hits.

Fire = The chance the enemy ship catches on fire on a roll of 1D6.

Put 1 Fire counter on the ship. Inflicts 1D3 Fire counters.

Minimum Range = in Hexes

2.5 Ramming Attacks

If a ship moves forward 1 or more spaces in a row, and is facing an opposing ship in its forward adjacent hex, it may ram it.

Roll on the Ramming table:

1D10	Damage Result
1-2	No effect
3-6	Oars sheared: Opposing ship has -1D6 Move points
7-8	Opposing ship sinks in 2D6 turns and has -1D6 Move points
9	Opposing ship sinks in 1D6 turns and has -1D6 Move points
10+	Opposing ship sinks (is immediately destroyed)

- **-5** if the rammer moved less than 3 spaces in a row to reach its target.
- **-2** if both ships are facing each other.
- The attacking ship adds its **Ram Bonus** to the roll.
- The defending ship subtracts its **Ram Bonus** from the roll.
- The defending ship **subtracts** its **Hull Advantage** from the roll.

A ship cannot move any more on the same turn after ramming.

2.6 Boarding Phase

If an opposing ship is adjacent you may board it on a roll of 6-10 on 1D10. The ships are considered to be **Grappled**.

- **+1** if you have a **Harpax**.
- **+1** if you have a **Corvus**.
- **+1** if you are the larger ship.
- **+1** if you rammed the ship this turn.
- **+1** if the ships are rammed together.

For each 10 **Crew** you have, rounding up, roll 1D6. This is the number of **Enemy Crew Lost**. The opposing ship simultaneously rolls and inflicts casualties. A ship with no crew cannot move or attack. An adjacent ship may capture an empty ship. The capturer may split its crew between the 2 boats.

2.7 Morale Phase

Roll on the following table.

1D10	Result
0	Rout or Surrender (or Abandon Ship) if enemy ship adjacent
1-2	Rout: Try to escape
3-10	Keep fighting

- **+2** if no **Crew** have been killed yet this battle.
- **-3** if sinking.
- **-2** if half of **Crew** are dead.
- **-1** if adjacent to enemy ship with larger **Crew**.
- **-1** if enemy has more **Size** points worth of ships.
- **-2** if any friendly ships in 20 hexes are routing.

15 Victory Conditions

If only Christians remain, the Christian player has won. If only a single Gladiator or any number of Animals remain, the Gladiators or the Animals have won. Those units survived the arena and will go on to fight another day, and another, until eventually they also die in the arena. There is no victory outside of postponing one's death, because there are always more Gladiators, Christians and Animals in this world.

16 Appeal to Mercy

At any time a single Gladiator or a single Christian may appeal to the mercy of the crowd. The supplicant must roll 1d6 three times and roll the same number each time to receive the mercy of the crowd. Appeals to mercy occur instead of movement or combat: no other actions occur for that unit for a full Turn during an appeal for mercy. A unit appealing for mercy has the same DEF value as they normally do. Gladiators or Christians who receive mercy are not compelled to fight any further; they will be allowed to live (until the next game). If only one other unit is in play, both are considered to have received mercy. If more than three Gladiators or Christians are still in play, the successful supplicant must run back to the gate they entered from before being killed by any other antagonistic unit. If they make it to the gate with at least one point of MOV remaining they will be allowed to live. If a supplicant fails to make a successful plea to the crowd they may try again at any time by rolling four of the same number in a row, then five, and so on. If only one Christian or Gladiator remains, they do not need to plea for mercy. Animals may never plea for nor receive mercy.

17 Reference

As of December 2001, Countermoves and the Countermoves Generic Microgame Engine can be found at <http://www.countermoves.net/>

(Editors Note: for more background on this game please visit these sites...

-A History of Roman Gladiatorial Games

<http://depthome.brooklyn.cuny.edu/classics/gladiator/index.htm>

-History and Interpretation of Gladiatorial Games

<http://abacus.bates.edu/~mimber/Rciv/gladiator.htm>

-Blood Sports, a lecture on the games.

http://www.ualberta.ca/%7Eecsmackay/CLASS_378/Gladiators.html

-Amphitheatrum, from Smith's 1875 Dictionary of Greek and Roman Antiquities

http://www.ukans.edu/history/index/europe/ancient_rome/E/Roman/Texts/secondary/SMIGRA*/Amphitheatrum.html

18 Unit Counters

Please feel encouraged to make and distribute your own unit counters. Examples can be found in the center of this issue.

19 The Arena

Mark entrance gates anywhere along the outer walls of the arena. Please feel encouraged to make and distribute your own arena. An example can be found in the center of this issue.

run away and continue to attack it until it or the other living creature has died. If another living creature attack the Animal, it will attack whoever or whatever attacked it until it or the other living creature has died.

10 Spears

Gladiators come out of their gates with one spear each. These are not the well-balanced javelins of the modern Olympics; rather, they are a long stick rendered moderately sharp at one end. Most Gladiators elect to use their Spears as clubs rather than throwing them. A Gladiators' ATT value remains the same regardless how they are attacking. The same is true for a Christian that picks up and uses a Spear.

When a Gladiator elects to throw a Spear, they must announce which other unit is their target. The spear travels in a straight line towards the center of the hex occupied by that unit. Spear attacks are resolved the same way any other attack is resolved. If it strikes the target, it is considered to be in that hex until another Gladiator or a Christian picks it up. If it misses its target, the spear continues to travel in a straight line up to the maximum range of a Spear for the one that threw it (five for a Gladiator, three for a Christian). The spear remains in that hex until another Gladiator or a Christian picks it up.

Any Gladiator or Christian that moves through or into a hex containing a thrown Spear has the option of picking it up and using it immediately or later if they have no other Spears.

12 Stacking

Only one unit may occupy a hex at any one time. No unit may move through a hex occupied by another unit unless that other unit has died. Any unit may move through a hex containing one or more Spears.

13 Facing

Units are considered able to change direction as needed during any Phase. There is no facing in ARENA.

14 Combat

The attacking player picks any number of units capable of making an attack against a single target. The player rolls 1d6 and adds the ATT scores of all attacking units. The defending unit rolls 1d6 and adds its DEF to the roll. If the attacker's total is higher by two or more than the defender's total, then the defender is killed and removed from the game board; otherwise the defender is unaffected. Attacks by Gladiators, Christians, Dogs, Bears and Lions are of course all different (hand, kick, claw, Spear, fang, etc.) but for the purpose of ARENA all attacks are generalized into the values listed above. For example, A Gladiator attacking with a Spear is as effective as a Gladiator attacking without weapons. Units that are killed are removed from the game board.

If a group of Christians surround a Gladiator or an Animal, the Gladiator or Animal is unable to move from that hex until there is an unoccupied hex to move into. Only Christians can mob attack in this fashion, and it represents their best chance at survival.

3.0 Units

SHIP TYPES

Deck	Ram	Crew	Move	Name
3	1	30	4	Triaconter
5	2	50	4	Penteconter
5	3	100	5	Bireme
4	4	100	5	Bireme (Modified Trireme)
6	5	170	6	Trireme
8	5	170	6	Trireme (Full Deck)
10	6	220	5	Quadrirème
12	7	300	4	Quinquerème
16	8	400	3	Large Quinquerème
20	9	500	2	Huge Quinquerème

3.1 Captain and Crew

Crew Quality can be **Poor**, **Good**, or **Elite**. **Elite Crews** have 1 or more skills. Each ship has 1 **Captain**. The basic **Captain** has 0-1 skills. **Heroic Captains** have 2 or more skills. **Nationality** indicates **Skills** exemplified by certain cultures.

1D6	Skill	Notes	Nationality
1	Melee	+1 to all rolls in Boarding Phase	Spartan
2	Sailing	+1 to Sailing roll	Phoenician
3	Rowing	+1 Move point	Egyptian
4	Rally	+2 to Morale roll	Roman
5	Ramming	+1 to Ram bonus	Athenian
6	Missiles	+1 to hit with all Missile attacks	Persian

3.2 Advantages

Each ship has a number of **Advantages** equal to its **Deck Size**.

1D10	Advantage	Notes
1	Prongs	+1 to Ram bonus
2	Sails	+1 to Sail Roll
3	Reinforced Hull	+1 to defend vs Ram attacks
4	Reinforced Ram	+1 to Ram bonus
5	Hoplites	Crew +20
6	Hoplites	Crew +20
7	Archers	Missile Attack
8-10	Missile	Roll on Missile Sub table

3.2.1 Missile Sub table

1D10	Advantage
1	Archers
2	Greek Fire
3	Ballistae
4	Catapult
5	Onagers
6	Trebuchet
7	Harpax (Catapult Launched Grapnel)
8	Corvus (Swing Bridge)
9	Tower and Archers
10	Parablemata (Leather Screens)

5.0 Terrain

Hex Type	Notes
Open water	
Shallows	Run aground
Rocky Shallows	Roll on Ramming Table
Gulf Stream	+1 to Sailing Roll
Rough Waters	-1 to Sailing Roll
Sargasso	Cost 2 Move points to enter
Land	Ships Cannot enter

8.0 Optional Rules

8.1 Free For All Firing

Any ship may make **Missile Attacks** during another ship's move. A **Missile Advantage** may only make one attack per turn.

99.1 Resources

Complete Works

- **The History Of Herodotus Vol 1 and 2**

<ftp://ibiblio.org/pub/docs/books/gutenberg/etext01/1hofh10.txt>

- **A Smaller History of Greece by William Smith**

<ftp://ibiblio.org/pub/docs/books/gutenberg/etext00/asmhg10.txt>

Web Sites

- **Ships of the Ancient Greeks**

<http://www.bulfinch.org/fables/grkship.html>

- **Ancient Galleys**

<http://www.jessen.informatik.tu-muenchen.de/~schulz/triremes.html>

- **The Trireme Trust**

<http://www-atm.atm.ox.ac.uk/rowing/trireme.html>

- **Maps Of Ancient Greece**

<http://www.princeton.edu/~markwoon/Myth/myth-maps.html>

http://iam.classics.unc.edu/map/map_idx.html

07 Gladiators

Gladiators are not like the athletes we watch today, who fight within a framework of rules then retire to comfortable homes. The Gladiators of history were a class of slaves whose purpose was not to act as beasts of burden, nor raise children, nor even serve in war: they were slaves whose purpose in life was to kill other slaves until they themselves were killed. They are armed with the lowest quality weapons and meager armor. A Gladiator may attack another Gladiator, a Christian or an Animal. They have no particular allegiances to each other or anyone else; they are able to fight as individuals and their **ATT**, **DEF**, **RNG** and **MOV** values are higher than that of Christians to reflect this difference. Gladiators come out of their gates with one Spear each.

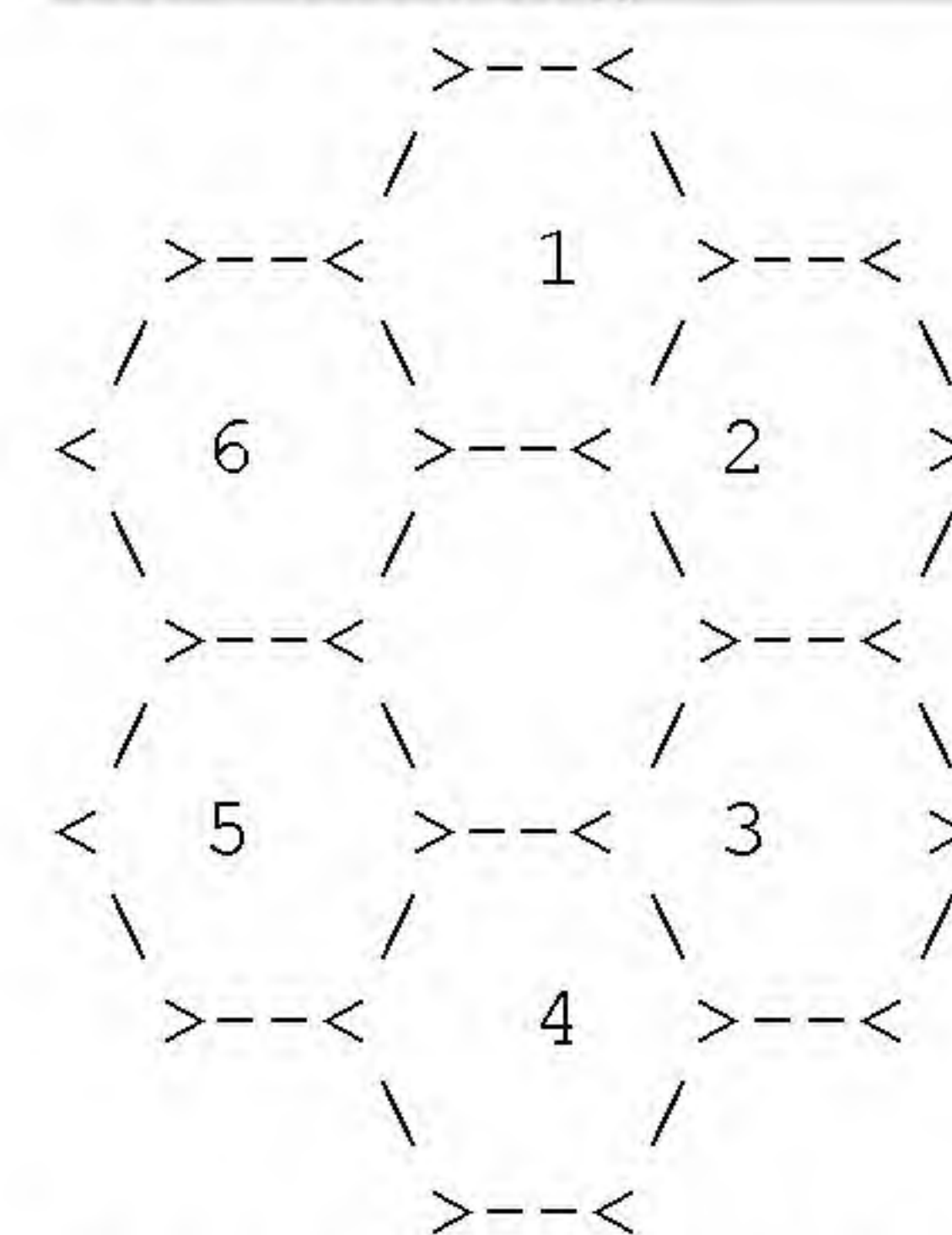
08 Christians

Christians units include adults and children, men and women, the fit and the infirm, friends and strangers, family and foreigners. Their crime is their faith, and their punishment is death. Not a one of them is remotely prepared for battle; none of them have weapons or training but like all people they want to survive. There are no 'Christian Gladiators.' Christians have no weapons and no armor, but may use a Gladiator's Spear if they can get one. A Christian will never attack another Christian. Even though each unit represents an individual Christian with individual characteristics, all Christians have the same **ATT**, **DEF**, **RNG** and **MOV** values. This is because their only hope of survival comes from group effort; their unit values therefore average out to uniform values.

09 Animals

The Animals of the arena are not free-spirited creatures of nature. Nor are they well-tended citizens of a zoo. They are malnourished, abused and crazed. They cannot be befriended or spared. Animals know they survive only if they kill every chance they can, but their weakened condition makes them less effective killers than they would be in the wild. An Animal will attack other Animals, Gladiators or Christians. It is sometimes to the advantage of Gladiators and Christians alike to slaughter all the animals first. ARENA includes three animals: Dogs, Bears and Lions. Dogs are the only unit in which one counter represents more than one living creature. Dogs move, fight and die as a unit although a single counter may represent several dogs. Bear and Lion units represent one Animal each.

09.01 Prowling



When there is no Animal player, use the following Prowling rules of behavior. Roll 1d6 and use the following pattern to control the movement and actions of Animals.

1. Animal unit does not move.
- 2-3. Animal unit moves three hexes in a random direction.
- 4-5. Animal unit moves four hexes in a random direction.
6. Animal moves full MOV value towards nearest living creature.

Animals will Prowl to walls and stop moving for that Turn. Animals will Prowl along or away from a wall; if a die roll indicates a different direction, roll again.

If there is no Animal player, and if it is an Animal's turn to move, and if there is another living creature within the Animal's **RNG**, the animal will move to that living creature and attack. The Animal will continue attacking that living creature until it or the other living creature has died. When the living creature it is attacking has died, the Animal will return to the Prowling behavior described above. An Animal will follow a living creature if it tries to

04 Starting ARENA

For every Gladiator unit, include two Animal units and three Christian units. Use fewer units in early games until the rules are understood: initially, try three Gladiators, six animals and nine Christians. Note that there is no sense of 'fairness' in ARENA - one-sided blood baths are to be expected, and experimenting with other combinations of Gladiators, Animals and Christians is encouraged in order to keep the crowds happy. Place Animals randomly in the Arena before the first Phase of the first Turn. Gladiators enter from one or more gates; Christians enter from one or more different gates. The gates swing closed after the last Gladiator and/or Christian is in the Arena, and do not open again until only one Gladiator or Christian (and no animals) unless a Gladiator or Christian makes a successful Appeal for Mercy.

05 Turns

Turns occur in movement phases followed by combat phases. The Gladiator player moves none, some or all of the Gladiator units. The Gladiator player may then attack with none, some or all of the Gladiator units. After the Gladiator player has moved and attacked with all the Gladiator units the Gladiator player wishes to within the rules of the game, the Christian player moves and attacks in the same manner as the Gladiator player. Finally, the Animal player (if any) moves and attacks in the same manner as the Gladiator player and the Christian player. If there is no Animal player, use the Prowling rules of behavior described below. Once each player has moved and attacked, the Turn is over. The Gladiator player begins the next Turn. A unit may attack without moving during their appropriate attack Phase if its target is within range. No unit is compelled to attack except for Animals when there is no Animal player.

An example Turn follows.

- Phase One:** Gladiators may move or make an Appeal for Mercy.
- Phase Two:** Gladiators attack unless they have made an Appeal for Mercy.
- Phase Three:** Christians may move or make an Appeal for Mercy.
- Phase Four:** Christians may attack unless they have made an Appeal for Mercy.
- Phase Five:** Animals move.
- Phase Six:** Animals attack. At the end of **Phase Six**, start over at Phase One.

06 Units

Each unit is represented by a counter. Each unit may represent one or more persons or objects. Each unit has a value for Attack (**ATT**), Defense (**DEF**), Range (**RNG**) and Movement (**MOV**). **ATT** represents the skill and physical power of the attacking unit in causing harm to the attacked unit. **DEF** represents the skill and physical power of the defending unit in defending itself. **RNG** represents the reach of the attacking unit in causing harm to the defending unit. **MOV** represents the maximum distance the moving unit may travel in the movement phase of a single Turn.

	CHRISTIANS	GLADIATORS	DOGS	BEARS	LIONS
ATT	1	3	2	3	4
DEF	0	3	1	2	3
RNG	1/3	1/5	1	1	1
MOV	4	4	5	4	5



0.0.0 Indicia

CounterSpace! A Game World for the Countermoves Generic Microgame Engine (CGME). Public Domain, 2000, 2001, 2002

0.1.0 Contributors

Alphabetically: Stephan Beal (author), Tom Higgins (doc template, editor), Todd Zircher (the ship graphics were taken from his V_MAP gameset for Full Thrust).

1.0.0 Introduction

In front of you lies a piece of paper. The majority of the paper is black, with small white dots dispersed randomly across it's surface. Overlaid across the "space" is a white hexagonal grid, with a number in each one. Upon it's surface, each within the confines of one hexagonal cell, are small cardstock pieces with pictures of what appear to be spaceships. This place is... *CounterSpace*.

CounterSpace is a Game World for the CounterMoves Generic Microgame Engine, simulating space opera-style interstellar combat and exploration.

What exactly you are doing in CounterSpace is up to you. Perhaps you're fighting the villainous Empire, stomping out pesky Rebels, holding off the invasion of the Ooblianiids, or perhaps you're just trying to get your shipload of beer to the other side of CounterSpace.

Whatever you're doing in CounterSpace, someone out there doesn't want you to do it, and they're willing to try to kill you to keep you from it. And, of course, you're trying to kill them as well, so it's all fair and all. Nobody really dies in the game, and that's a great thing about it. They're just *paper* people, with *paper* families, not real people. And the ships are cheap models, i promise. Look - you can even see the strings.

1.1.0 Background

The premise: we live in a violent future, practically trillions of years from now. Take your ships and use them to blow up the ships of other players.

1.2.0 Scale

1 hex = 42.42 deridicons

1 turn = 42.42E42 partswanafoos

Given that, it is reasonable to assume that any number of units may stack in one hex, and there can be plenty of space to avoid other enemies within a hex, under normal circumstances.

1.3.0 Requirements

CGME Core Rules.

1.9.0 Rule Precedent

When these rules conflict with real life (laws of inertia, etc.), follow this list of precedents: 1. CGME Core rules 2. CounterSpace Core rules 3. CounterSpace Gameset rules 4. Referee, if applicable 5. Having Fun

2.0.0 Turns

Turn Summary:

1. Active player selects a unit.
 1. **Energy phase.** That unit replenishes energy equal to it's E pool. That in excess of the E pool may be spilled over into shields. Any additional is lost. A unit may only transfer energy during this phase.
 2. **Movement and Combat phase.** Combat may be declared at any point during movement, and does not interrupt movement.
2. Repeat above steps for each of the active player's units, in any order.
3. Repeat the above steps for each player.
4. End of turn.

3.0.0 Units

Units are normally individual ships or space-based emplacements. Ships range in size from Pretty Damned Small to Pretty Damned Big, and carry a wide variety of strange and interesting weaponry with which to blast thine enemies into smithereens.

4.0.0 Movement

Movement is taken as described in the Turn Summary, above. A unit may declare combat at any point during it's movement. This does not affect the unit's movement.

5.0.0 Terrain and Climate

While space is known for having nothing in it, there are some things out there which may pose a hazard to your intrepid battleship admirals. However, rarely will anything directly impede the movement of a ship.

5.1.0 Terrain Type Chart

All combat happens in space, normally without terrain. However, even space has to have something in it. While most of these things are insignificant for combat purposes, a few of them hold special interest for your pilots.



A game of Gladiators vs. Christians for two or more players by Trevor Blake, December 2001.

01 Indicia

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02 Introduction

Slavery, murder-for-sport, religious intolerance and cruelty to animals are abominations in today's world. But in the world of ancient Rome they were accepted facts of life. ARENA simulates a combat to the death between unwilling victims in a brutal age. In today's gladiator movies you will see well-armed, well-trained warriors pitting their oiled bodies against each other with the better man winning in the end. In the ARENA, as in real life, it was hardly that pretty.

03 Requirements

ARENA is a game for two or more players. If there are two players, one plays the Gladiators and the other plays the Christians. Two-player games use the Prowling rules of behavior for Animals. If there are three players, one plays the Gladiators, one plays the Christians and one plays the Animals. ARENA includes these rules, a game board and unit counters. You must provide two six-sided dice (2d6).

Metagaming Word Search Puzzle

By Walt O'Hara

The titles in this puzzle are presented in clue form for more challenge. They are for METAGAMING MICROS (not META or standalones) games published by the Metagaming Concepts company, which thrived from 1978-1983.

H A P P Y N E W Y E A R F R R O T A L I H I N N A O M I
M E F I S T F U L L O F T U R K E Y S V R E R Y O N R N
E E A T C O U N E M E S R O N E H T F O Y R U F N A T V
L E R S M O V E S X C W V K F Y S R M K X D F G W P K A
E L T T T X F R H W M G R B N N C M C M T M K E V L J S
E L O J Q I C R A W P R A W O M E N T T T W C L T Z E I
M N P F T H C V T B M G C M M L T M X R W I X Q B C N O
X B S N N N K K M N R H E K S K F L K L G R K T U J Z N
M G T N L T D N S A Q D E P B L A C K H O L E R F D T O
J H O N C T T L I A N H A L Y R T G G F F N I A M B J F
P E H F S T F L R O N N R Z L S M L M T K T X I T H L T
Y L K T T I Q K I O Z D P L E T R Y N D Y J W L G Y F H
T L N G Z U L S K E W V S T N C A D N S L Y L B B D Y E
S T B K E L N V R S C E H T M Z M N T B J M A L R A T A
T A J S T E N S E K T T N W O B P A K L Y R K A E E M I
E N T C M Q D N H R A E T O M N T M L R T F H Z R R Q R
L K K I K K T Q D E D D V T D I E V R I X B L E G N X E
U D D Q G N X B D E C R K I O L E S F X K L P R O E G A
M E X C Y N K Y Q H E H A N R G O A K C N W T Y N H N T
A S K S T E P H E N B P I G G V C G F G X R N X Z W S E
F T T P W L P W R R N V S T O T F G N Q M Q H Y P E A R
O R J H B R I C W R B D T M I N L J X R R V Y X U R C S
R O W B T Z X D T Q Y N Y R A N B R N Q O Q H Q L I I Y
E Y X Q A Y R V L P R L N G D R O R L T W C B D P F P Q
T E J R T R C R L N J G Z T T X M N W Y K R I J R J M K
S R D L N T S K N A T S N I L A T S E H O H W N L T Y M
A D L O R D S O F U N D E R E A R T H C T G C V U K L F
M S T A R L E A D E R A S S A U L T K B W R N Y N Y O K

Part 1 of a two-fer	OGRE wannabe?	Fun with bumping boats
Lunar Hijinks...	More of same considered mediocre	Battling Boppers
Much like the Original ask Stephen B	Have fun in the lava!	Tanks in the Desert
War on a Asteroid	Near Future hypothetical raid	TFT Module SF?
I'm buggy for this game	ho hum! Invasion Game	Contest TFT module 1
Melee Solo Adventure	Dungeon stuff	Tanks on the Steppes
The Worst?	TFT module	Space MELEE?
Pre-Dreadnoughts	Start of a RPG mini empire	Cavemen!
unfunny spoof	Many Davids versus Goliath	Costikyan Design
goofy Vikings	Great SF Ground game	Contest TFT module 2
Arthurian TFT module	Part 2 of a two-fer	Unique CRT-less space game
	TFT Module (Another One)	Companion Piece added spells

5.1.1 Hazard Hexes

Some hexes are Hazard hexes. These are denoted in the form "Hn", which means any unit that enters the hex immediately takes an ATT n attack against it. An H3 hex would cause a unit to take an ATT 3 against it when it attempted to move into that hex. An HX hex means any unit entering the hex is destroyed. If a unit stays in this hex, this hazard attack is applied at the beginning of each movement phase. A hazard may or may not go away after an attack, depending on the scenario and/or the nature of the hazard.

Asteroids are a definite hazard, and something to avoid. They normally have a Hazard rating between 0 and 6. ("The odds of successfully navigating an asteroid field are...")

5.1.2 Planets

Units may only occupy a Planet hex by landing, effectively removing themselves from space combat.

5.1.3 Stars

Stars are large, shiny objects sometimes seen in CounterSpace. They range in size from one hex to many hexes, and their exact effect on ships varies per scenario. In general, however, any unit which enters a hex containing a star is immediately destroyed.

5.2.0 Structures

You wouldn't believe what kind of stuff mankind has built out in space in the future. These installations have normal statistics like any other ship, though they normally don't move. Examples include beam and torpedo platforms, the famous Alpha star base and The Universal Joint, a meeting place of bounty hunters, merchants, and pirates.

6.0.0 Combat

Now that you've flown all that way... you've gotta hurt someone. Combat uses normal CGME mechanics, with the following notes:

- At RNG 0, all attacks are at +1 ATT for to-hit purposes. Damage is unaffected.
- "Wound" results are not counted.
- There is no MOV penalty for moving into a hex containing an enemy unit (but see Point Defense, below).
- Due to the amazing speeds and trajectories we're working with here, attacks may not be combined in any way (not even system on the same ship) unless otherwise noted in a unit's description.

Most ships have one or more weapons systems. They are noted very abstractly, in the form "a1r2e2", meaning ATT 1, RNG 2, with 2 E cost. A weapon may fire any number of times in the unit's movement phase, as long as the E cost can be paid to use it.

A successful attack is treated as follows:

- Damage equal to the weapon's ATT score is subtracted from the target's shields.
- Any additional damage is applied to the Hull.

Once a ship's hull is down to one half of it's starting value, the ship's E rating is cut in half (use normal mathematical rounding rules). At zero hull, the ship is destroyed, and may be removed from the board.

6.1.0 The Rule of Two

The advanced technologies of the future have targeting down to an art. Thus, essentially, almost all targets are equally hard to hit. Of course, defense tries to keep up, and does a pretty

good job. Thus we speak now the **Rule of Two**: *unless specified otherwise, assume any DEF roll is made at D2*. There will be many exceptions - this is simply the default.

6.2.0 Point Defense

Weapons systems with a range of exactly 0 or 1 may be used as point defense systems. When a unit enters the hex of a PD-capable enemy unit, the enemy unit may immediately declare an attack with any amount of PD weaponry, paying full E cost and applying any modifiers for combat at range zero. If the moving unit also declares an attack at that time, the attacks are resolved simultaneously. Thus it is possible for the attacker and defender to eliminate each other.

Point Defense is a special case, and may only be declared when a unit first moves into another unit's hex. It may not be declared against units starting their movement phase in an enemy-occupied hex unless they leave the hex and return.

6.3.0 Missiles and Torpedoes

Missiles and torpedoes fall into a category of weaponry that is treated differently than energy weapons. Torpedoes and missiles are the same thing for game purposes, and the words can be used interchangeably.

Torpedoes are treated exactly as ships, with the following exceptions:

- After a torpedo has expended MOV points equal to its RNG, it is destroyed. It may attack units in its final hex, but is harmlessly destroyed if it does not make an attack before moving its maximum range.
- Torpedoes must move their whole MOV every turn, even if they spend it all in one hex. (Option: smart torpedoes do not have this restriction.)
- A torpedo which is destroyed as a result of Point Defense fire does not get to attack its target - it is destroyed before it can get close enough to deliver its payload.
- When a ship enters a hex containing a torpedo, the torpedo may not make a Point Defense attack.
- A torpedo's target need not be chosen until it actually moves into the target's hex.
- Torpedoes may not be fired in Point Defense.
- Torpedoes get no +1 ATT bonus at range zero.

Units carrying torpedoes will have a number of torpedo bays. A unit may not fire more torpedoes per turn than it has torpedo bays. Torpedoes and bays in a ship may not normally be destroyed without destroying the ship.

7.0.0 Energy

Energy is required to power a ship's weapon systems and shields. Ship movement is governed by other power sources, which may only be tapped for other uses in dire emergencies. Also factored in to E are the generic resources available for attack and defense of a unit.

Each unit has an Energy Pool ("E", "E pool" or "E rating"). This tells the player how many energy point that unit gets at the start of its movement phase. It is also the maximum amount of energy the unit may store at one time (not counting energy invested in shields or other systems). E is spent during a turn to power ship systems, and may be saved from turn to turn, but a unit's current E may never be higher than its starting E.

E may be expended in any of the following ways.

- E may be transferred between a ship's systems as defined in the Energy Phase rules, above.
- Firing a weapon or using an on-board system may cost E, and the system may not be used if its E cost is not paid from the unit's E pool. A system may normally be used any number of times, provided enough energy is available to power it.










4.0.0	Movement	Movement is determined by MOV modified by Terrain (5.0.0), damage and possibly other factors. Each hex costs a certain amount of MOV points to enter; some Terrain requires more than others to travel into and through(see 5.1.0). A unit may not enter a space if it lacks the MOV points to do so.
4.1.0	MOV Limits	If MOV is denoted in the form `` MOV3/1 '', that means the unit may move a maximum of 1 hex even though it has 3 MOV . This can represent powerful, but slow, units that can force their way through tough terrain.
4.3.0	Stacking	Each hex may only be able to hold a certain number of units. Each Gameworld or Gameset will define the exact number for each hex type.
5.0.0	Terrain & Climate	Terrain and climate may increase or decrease MOV , ATT , DEF and RNG .
5.1.0	Terrain Type Chart	Each Gameworld and/or Gameset will have a chart which shows the cost in MOV to enter and any effects on ATT , DEF and RNG .
6.0.0	Combat	The attacking player picks any number of units capable of making an attack against a single target. The player rolls 1d6 and adds the ATT scores of all attacking units. The defending unit rolls 1d6 and adds its DEF to the roll. If the attacker's total is 2 or more higher than the defender's total, then the defender is destroyed, otherwise the defender is unaffected. In a combat roll, if the attacker ties the defender or wins by one, this is called a wound result. Some Gamesets may treat these specially.
6.1.0	Range	An attacker may only attack units within its RNG (RNG 0 means it may only attack other units in its hex).
99.0.0	References	
99.1.0	Resources	James F. Dunnigan's Wargames Handbook http://www.hyw.com/Books/WargamesHandbook/Contents.htm Universal Wargame Engine http://uwe.rootonfire.org
99.2.0	Terminology	
99.2.01	Gameworld	The 'world' a game occurs in. Example: World War II, Fantasy, Space Opera
99.2.02	Gameset	The specific event the game simulates within a Gameworld. Example: The Battle of the Bulge, The Siege of Mordrop, The Asteriod Belt Revolt

CGME CORE RULES Version 1.3

0.0.0	Indicia	Countermoves Generic Microgame Engine (CGME). Public Domain, 2000, 2001.
0.1.0	Contributors	Alphabetically: Stephan Beal, Trevor Blake, Devlyn Davis, Tom Higgins, Scott Jewell
1.0.0	Introduction	The Countermoves Generic Microgame Engine (CGME) is a fast, flexible conflict simulator. The CGME is entered into the public domain; feel free to create scenarios using the CGME and to modify the CGME to your own needs.
1.1.0	Background	These rules are meant as set of building blocks from which games can be created. They are not set in stone; modifications and additions are encouraged. For a more complete explanation of game related terms and development methods see 99.1.0
1.3.0	Requirements	You should have some general knowledge of war gaming before you read these rules, as they build off of common war gaming mechanics (see 99.1.0). For the sake of space examples of play are left out. You also need at least one die (d6).
1.9.0	Rules Precedence	When these rules conflict with variants of these rules or with real life (laws of inertia, etc.), follow this list of precedents moving from least important to most important: <ol style="list-style-type: none"> 1. CGME Core rules 2. CGME Gameworld rules 3. CGME Gameset rules 4. Referee, if applicable 5. Having Fun
2.0.0	Turns	The first player moves none, some or all of their units. The player may attack with none, some or all of their units. A unit may attack without moving. No unit is compelled to attack. After the first player has moved and attacked with all the units they wish to within the rules of the game, the next player moves and attacks in the same manner as the first player. Once each player has moved and attacked, the Turn is over. The first player begins the next Turn .
3.0.0	Units	Each unit is represented by a counter, usually a square of stiff paper, a miniature of some sort, or even some bits on a computer screen. Each unit may represent one or more persons or objects. Each unit has a value for Attack (ATT), Defense (DEF), Range (RNG) and Movement (MOV); these values are generally between zero (low) and six (high), although they can be lower than zero and higher than six.

8.0.0 Ships

Below is a list of common ships and combat emplacements. It is sorted approximately by durability (not counting weapons), with the weakest units at the top.

Name	Icon	E	Shields	DEF	NIV	Hull	Weapons
Torpedo Platform		0	0	2	0	1	1 bay, 4 torps: ATT 4 MOV 3 RNG 6
Mines		1	0	2	0	1	alr1e1
Poh Fighter		1	0	2	3	1	alr1e1
Poh Defender		2	1	2	3	1	alr1e1 Notes: may combine fire.
Wazza Fighter		2	1	2	3	1	alr1e1 Notes: may combine fire.
Battleship		6	6	2	2	12	alr1e1 a2r3e2 a3r2e2 a4r3e4
Star Base Alpha		8	4	2	0	20	alr1e1 a2r3e2 a4r3e4 2 bays, 8 torps: ATT 4 MOV 3 RNG 6
Gunship		3	3	2	3	6	alr1e1 a2r2e2
Destroyer		4	4	2	2	8	alr1e1 a2r3e2 a3r2e2

Ship Notes:

- A ship with the note 'may combine fire' may combine it's own attacks into a single attack, following the standard CGME rules for combined attacks. E from multiple ships may not be combined into a single attack.

8.2.0 Ship Record Cards and Counters

Cut these out and stick them in card sleeves, then use dry-erase markers during play to keep track of your ships. These can be found in the center of this issue.

8.2.2 Thousand Year Bird

The Thousand Year Bird is a quasi-legendary, small cargo ship often piloted by the rogue Hans Solar.

MOV 3

E 2

Shields 2

Hull 4

a1r1e1 (may combine, as fighters do)

Special: the TYB may trade energy for MOV: each point of E gives one extra MOV. This may be spent at any time during movement, and may only be drawn from the E pool (not from shields).

9.0.0 Scenarios

Below are several scenarios for CounterSpace. Note that they are not clearly balanced, and may need some tweaking before both teams are evenly represented.

9.1.0 Minor Slugfest

An introductory battle...

Attacker:

1 Battleship

Defender:

2 Destroyers

2 Poh Defenders

Setup:

Attackers enter first, from any one side of the board. Defenders enter on the opposite side. Last player with surviving ships wins. To speed play it is recommended that the width of the board be used, not the length (assuming it is rectangular).

9.2.0 Raid on Ooblanawa Outpost

High Command has determined that the supply outpost at Ooblanawa II is "strategically important"...

Attacker:

1 Battleship

1 Gunship

2 W Fighters

Defender:

1 Destroyer

3 Pi Defenders

2 Gunships

1 Command Station: immobile, no attack, SH 3 , E 3, STR 6

Setup:

Defender sets up anywhere within 5 hexes of one side of the map. Attacker then enters along the opposite side.

Attacker wins if he can get a ship into the Command Station's hex and keep it there (no enemy ships left). He may not destroy the station.

9.3.0 Star Base Assault

A handful of capital ships take on a defended starbase.

Defender:

1 Star Base Alpha:

Placed on one edge of CounterSpace.

E 6, Shields 4, Hull 16, Def 2, MOV 0

a1r1e1

a2r2e2

a4r3e4

6 torpedoes: ATT 4, MOV 3, RNG 6, DEF 2, Hull 1

3 torpedo bays

6 Laser Platforms:

Placed anywhere within 4 hexes of the Base.

E 1, Hull 2, Def 2, MOV 0

a1r1e1

6 Wazza Fighters, placed anywhere within 5 hexes of the Base.

Attacker:

Enter from the edge opposite the Base.

1 Battleship

1 Destroyer

1 Gunboat

Victory Conditions:

- Attacker destroys base and two or more attackers escape: Way To Go, Pal victory.
- Base destroyed and all attackers destroyed: Damned Shame it Had to End That Way victory.
- Base not destroyed: Miserable failure.

9.4.0 Cargo Babysitters

Defender:

3 cargo ships: Shields 0, MOV 2, Hull 3, No attack

Start play in a line along the bottom edge of the map. Marketing deadlines enforce that the cargo ships move a minimum of one hex towards their destination every turn.

6 Wazza Fighters, start play anywhere within 3 hexes of a cargo unit.

Goal: Get as many cargo ships as possible off the other side of the board.

Attackers:

3 Gunships Start play on the top edge of the map.

Goal: destroy as many cargo ships as possible, then retreat back off of the top edge.

Victory:

- All cargo ships destroyed and at least two gunships escape: Big Fat Victory.
- All cargo ships destroyed: Victory.
- Two cargo ships destroyed, at least one gunship gets away: Minor Victory
- Anything else is defeat.

99.0.0 References

99.1.0 Resources

Free maps compatible with this game can be found at: <http://www.countermove.net>.